Vol. 1998 No. 6 December 1998

North Dakota Chess Association

Dedicated to Chess and Education

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1999 ND Championships Set

[Brian Thompson] - Get out your calendars and mark down the following weekends: May 1-2, 1999 (ND Scholastic) and May 21-23, 1999 (ND Closed). These are the dates when the North Dakota State Chess Champions will be determined!

The North Dakota Scholastic Tournament is played in four sections: High School (grades 10-12), Junior High (grades 7-9), Middle School (grades 4-6), and Primary School (grades 1-3). Trophies are awarded to the top three individual finishers in each section, as well as the top three teams in each section. The top finisher in the High School section can represent North Dakota in the national tournament. Teams are formed by chess players in the same section and from the same school, with the top four scores from the group used as the team score. If there are fewer than four players from a school, they may still form a team, but they will have fewer scores to pool for their team. There are five rounds in each of the sections in this tournament, and all players will get to play in each round. Any North Dakota student in grades 1-12 may enter the ND Scholastic. For more details on this tournament, please see the Tournament Schedule and the preregistration page in this newsletter.

The North Dakota Closed is a six round tournament for residents of North Dakota. Players come from all over the state to compete for the title of State Champion. Traditionally, there are trophies for first and second place overall as well as trophies for the top finisher in each of the rating classes. In addition, cash prizes are awarded based on the number of entrants. The North Dakota Closed is the premier chess event played in our state, featuring the finest players and the best chess from all levels of play. For more details on this tournament, please see the Tournament Schedule and the preregistration page in this newsletter.

The 1998 ND Scholastic was attended by 107 players, and the 1998 ND Closed attracted 37 participants. Let's make the 1999 events even more competitive! Come meet the best in North Dakota chess! Play in the North Dakota Scholastic or the North Dakota Closed (or both, if you qualify). Who knows? The best in ND chess might be YOU!

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NDCA Dues

NDCA dues are required of all chess players residing in North Dakota that play in USCF rated tournaments. Annual membership dues are $7 per year, or $5 for ages 18 and under. Please check the membership expiration date on your newsletter mailing label! Don't miss the next issue by letting your NDCA membership expire!

Dues and material for the February 1999 newsletter should be sent to:

Brian E. Thompson
1257 North 3rd Street
Fargo, ND 58102-2726
or **brianethompson@yahoo.com**

Please remit dues by January 25, 1999 to allow time for processing.

Chess Clubs

The **ChessNuts Chess Club** meets every Friday night at the downtown Moorhead Subway from 8:00 p.m. to midnight. There are no fees or dues of any kind. Club ratings are generated based on G/15 results. For more information, contact Brian Thompson at (701) 298-0602. NOTE: The ChessNuts will NOT meet either on Christmas Day or on New Years Day.

The **UND Chess Club** meets Wednesday nights at 7:00p.m. in the Mandan room of the Student Union Building. There are no fees or dues of any kind. For more information, contact Dale Sailer at (701) 775-6692.

Tournament Schedule

Holiday Open - December 5, 1998 at the Grafton Public Library. EF: $10, cash prizes based on entries, open registration until 10 a.m., rounds start at 10am, 1pm, 3:30, and 6:30, time controls are G/65, G/65, G/70, and G/75. The library (north door entrance) is at 49 7th Street West -- a block west of Hill Avenue which is the main North-South business street. Turn north at the stoplight at 12th Street and Hill. Go north on Hill till 7th Street and then turn west one block.

1999 ND Scholastic - May 1-2, 1999 at Mandan High School, Mandan. Four sections: High School (grades 10-12), Junior High (grades 7-9), Middle School (grades 4-6), and Primary School (grades 1-3). EF: $5 per player, NDCA membership required of High School and Junior High players. More details on preregistration page in this newsletter.

1999 ND Closed - May 21-23, 1999 at the Doubletree Inn, Bismarck.

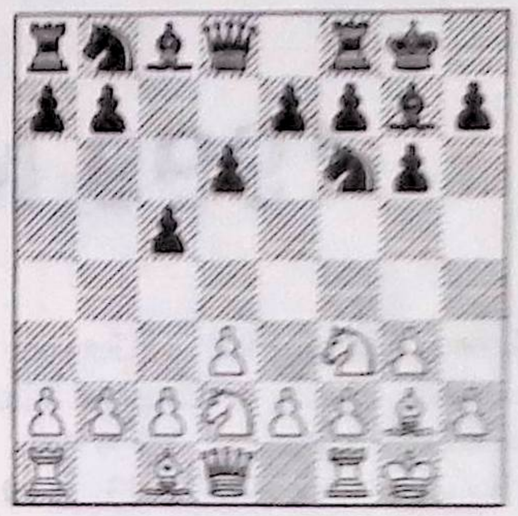
Friday (May 21): Speed Chess Round Robin Tournament. Registration from 7:00pm to 7:20 pm with the first round beginning at 7:30pm. EF: $1.00 (winner takes all). NDCA membership required. **Saturday (May 22)**: ND Championship Tournament. Register at the Friday night Speed Tournament, or from 8:00am to 9:00am Saturday. EF: $25.00, with a $5 discount to those staying at the Doublewood Inn (room number required for discount). Juniors (18 and under) and Seniors (55 and over) receive a $5 discount. Six round, Swiss System pairing. Saturday: 10am (G/60M), 1pm (G/90M), 4pm (G/90M), 8pm (G/2H). Sunday: 9am (G/2H), 2pm (G/2H). If all games in a round finish early, the directors will adjust the start times of the following rounds in order to finish each days' events as early as possible. One ½ point bye available for rounds 1 thru 5 (notify director before the start of the first round). USCF and NDCA memberships required. More details on preregistration page in this newsletter.

Mike's Advice Corner

[Mike Sailer] - This month's article will focus on an interesting game during the 1998 ND Closed between Cliff Berger and John Kasper. As everyone knows, Cliff has been rated in the 1900's for several years. I know he will easily become an expert or better when he overcomes his greatest chess weakness which is getting into perennial time-trouble. Very few players in this state can lay the claim of beating Cliff in the early stages of a game. To those unfamiliar with John, he is a high 1800 player that was inactive for a good 10-12 years in the 1980's and 1990's. I anticipate John making a strong run at 2000 in the near future as he plays in more tournaments. He has an excellent understanding of the game and is a welcomed addition.

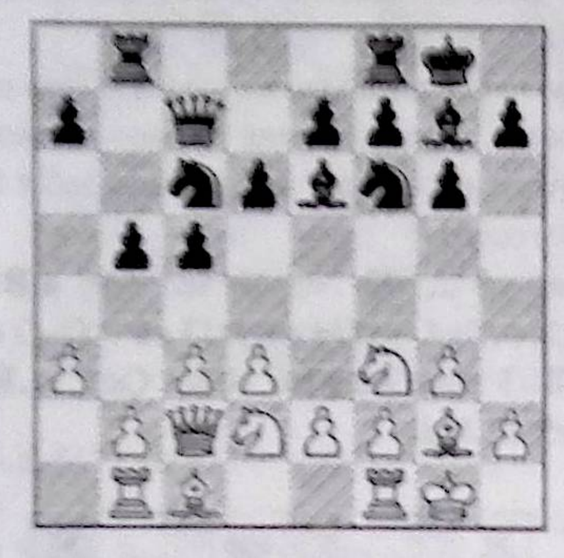
1998 North Dakota Closed
May 31, 1998 - round 4
W: Cliff Berger 1909
B: John Kasper 1829

1.Nf3 Nf6 2.g3 g6 3.Bg2 Bg7 4.O-O O-O 5.d3 d6 (Conservative play from both sides.) **6.Nbd2 e5**

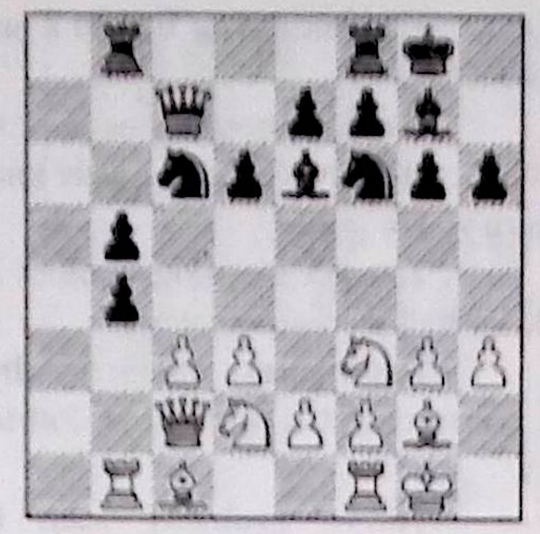


(Black has two reasonable moves here. The text and 6. ... e5. I like the text because I see Black attacking the queenside as a sound strategy. The move e5 blocks the g7 bishop and pretty much forces Black to look into kingside operations.) **7. Rb1** (I like this move by Cliff. It serves dual purposes of removing the rook from the dangerous a1-h8 diagonal. It also supports the b4 pawn push.) **Nc6 8.a3** (Another excellent move aiming at an eventual b4 push opening the b file for the rook.) **Qc7 9.Ne1** (I'm not too crazy about this move. White deactivates a perfectly placed piece in order to activate the bishop. White needs to develop the dark-squared bishop before attempting this maneuver. Also, what is the purpose of White's last two moves if b4 isn't played?) **Rb8** (Preparing to expand on the queenside.) **10.e3** (A move that shouldn't be played right now. White isn't sure whether this pawn belongs on e2, e3, or e4 quite yet. Once again, b4 is the preferred move.) **b5 11.Qe2** (A logical place for the queen after e3. Cliff needs to be careful about the e file opening up later in the game. The best course of action would have been to not

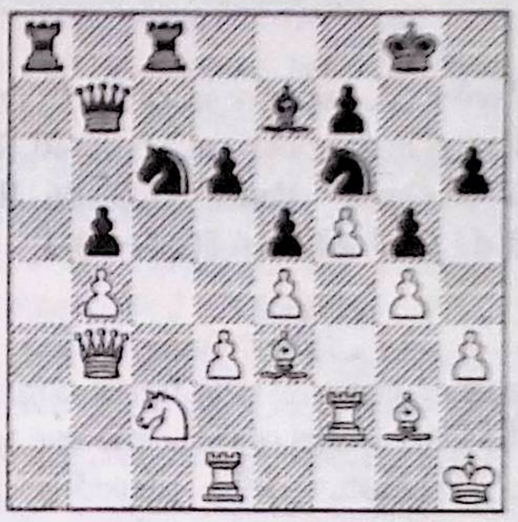
move the c pawn, and leave the queen on d1.) **Be6 12.Nf3** (The knight heads back to its best square.)



h6 (Whenever I fianchetto my kingside bishop, I try my hardest to avoid this weakening move. Although many players love this move followed by moving the king to h7 or h2 to protect the advanced pawn, I don't have confidence in the formation for several reasons. First, it becomes more difficult to trade the fianchettoed bishop due to the two kingside pawns already being moved up one square. The bishop is needed to shield the kingside more than ever. Second, if White is able to attack the g6 pawn with another pawn, black will be forced to recapture with the f pawn. For example, if White plays f4...f5...fxg6, normally Black's best recapture would be hxg6. However, this is no longer an option. Finally, the h3 or h6 square can become a powerful square for the fianchettoed bishop later in the game. This is especially true if the center becomes closed, or an opposing bishop contends on the long diagonal. The bottom line is Black loses a great deal of his kingside flexibility after this move. In addition, I don't think White had any pieces that were going to take advantage of the g5 square.) **13.h3** (Please see my previous ranting and raving from black's 12th move. Although in this position, it makes a little more sense for White because he will eventually move his kingside pawns up the board.) **a5 14.b4 axb 15.axb cxb**



16.cxb (These exchanges are to Black's favor for several reasons. First, Black's strategy from the beginning of the game was to attack the queenside. As pawns get exchanged and weaknesses are created, Black will have the better prospects of gaining the advantage. Second, Black's rooks are in better position to take advantage of the new open files. Third, if White is planning on attacking Black's kingside, it will be difficult to divert pieces away from the queenside due to the openness of that side of the board. Black doesn't need to worry about this as his strategy has been to attack the queenside all along. Finally, Black will have a better chance of winning White's pawn on b4 than White will have of winning the Black pawn on b5. Black misplayed his hand in the ensuing moves. Black should have pressured White's b pawn in order to divert some of White's resources to defend the pawn.) **Rfc8** (Excellent move in order to attack to your strengths.) **17.e4** (I might have held off on this move. The bishop on g2 could cause some problems on the h1-a8 diagonal.) **Qb6 18.Qd1 Nd7 19.Nb3 Ne5 20.Be3 Qd8 21.Nc1** (White never really finds a comfortable square for this knight.) **Bxb3 22.Qxb3 Ra8 23.f4** (A logical plan for White, but probably too late. I don't see White gaining any significant threats on the kingside. The queenside is already wide open and I don't see White being able to divert enough pieces to the kingside without the position collapsing. Better would be to play in the center or contend on the queenside.) **Nd7 24.Nc2 e5** (I believe Black should also hold off on this move. The black bishop on g7 is a strong piece when it is controlling the a1-h8 diagonal.) **25.f5 g5** (Keeping the kingside as closed as possible.) **26.Qd5 Bf8** (A wise idea to bring this bishop outside the pawn chain.) **27.Rf2** (A good move which gives White the option of swinging the rook to any file. It also prepares to double rooks when the right opportunity arises.) **Nf6 28. b3 Qd7 29.Rd1 Qb7 30. g4 Be7**



31.Bf3 (White needs to find a constructive plan involving this bishop. If memory serves correct, Cliff was probably in time-trouble at this point. I remember John telling me the next day that the clock was the biggest factor in the result of the game.) **Kg7 32.Rh2** (An interesting idea if White is planning on opening the h file. At some point, White should have attempted to create some play on the kingside. Otherwise, the advancing of the pawns served no meaningful purpose. As we see later, Black will take advantage of White's exposed kingside as more pieces get traded.) **Nh7** (I don't think Black needs to bother with this move. White is many moves away from creating any threats on the kingside.) **33.Qb2 Bd8 34.Kh1 Bb6** (A good maneuver by Black. With Black having several pawns fixed on dark squares, it is a good idea to trade away the dark-squared bishop. Otherwise, he could find himself with a worthless bishop in the endgame.) **35.Bxb6 Qxb6 36.d4** (White needs to be careful about opening up the center. If the position becomes too wide open, White will have

trouble defending the kingside.) **Nf6 37.Rhd2 exd 38.Nxd4 Ne5**

39.Ne6+ (A nice try in order to create confusion in the position.) **fxe6 40.Rxd6 Re6 41.Qxe5 Rxd6 42.Rxd6 Ra1+ 43.Bd1 Qc7 44.fxe6 Rxd1+ 0-1**

An interesting end to an interesting game. It isn't fair to comment on the latter stages of the game due to the time situation. John played a good technical game and in the end took advantage of Cliff's kingside weaknesses. I look forward to both Cliff and John climbing the chess rating ladder in the future. North Dakota can compete with nearly any midwest state in terms of chess talent. A players rating doesn't always tell the whole story.

I would also like to congratulate David Thompson on creating an NDCA web page. It is a professional job and a wonderful accomplishment. I would encourage every player to submit any interesting information that would belong on this page. I would recommend any interesting games, crosstables, problems, announcements, etc. I know this page will become a wonderful informational tool for area chess enthusiasts.

The Rest of the Story

"Big Dreams In a Small Town"
Postal Ponderings
by John H. Leitel

You know you live in a small town when:

You don't need to use your turn signal because everybody already knows where you're going;

You get a wrong number and talk for half an hour anyway;;

The winner of the First Baby of the Year contest is born on St. Patrick's Day.

You've probably seen that humorous list. There are about ten or twelve items on it, Could we add this one? -- You know you live in a small town when you're the only person in a 50-mile radius who's ever heard of postal chess.

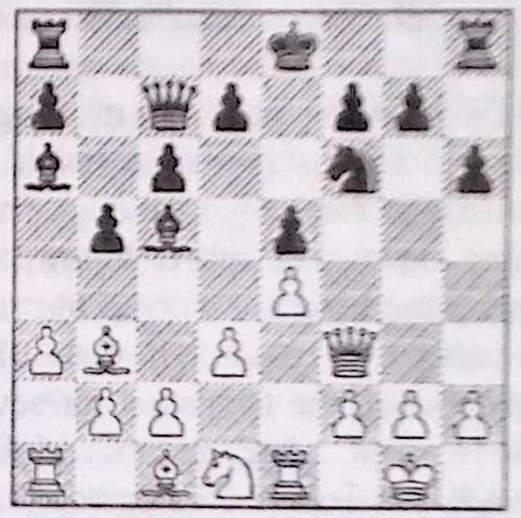
We used to live in a small town. For fifteen years we toiled in a place of about a hundred people. I played a lot of chess by mail in those years, and one day something funny happened.

I should explain that the place was so small there was no need to use a post office box number in the return address, Just "John H. Leitel, Almont, N.D." was plenty good enough to reach me.

One day an opponent in Iowa slipped up and wrote the name of one of our mutual opponents on a card meant for me. It came addressed to "Leo W. Spencer, Almont, N.D." Now there was no one named Spencer in Almont and never had been that I know of, but the postmistress turned the card over, took one look at the hieroglyphics on the back, and promptly put it in my box! She told me she figured it looked like something I'd receive! You know you live in a small town when something like that happens!

Lee, by the way, was a genial fellow -- a retired customs inspector along the U.S.-Canadian border and a Mormon elder who frequently went out to do short-term mission work for his church. Often I'd be told to send my next card to him in Texas or someplace. I'm sure Leo is long gone by now, so let's commemorate him by showing this game -- never before published that I know of.

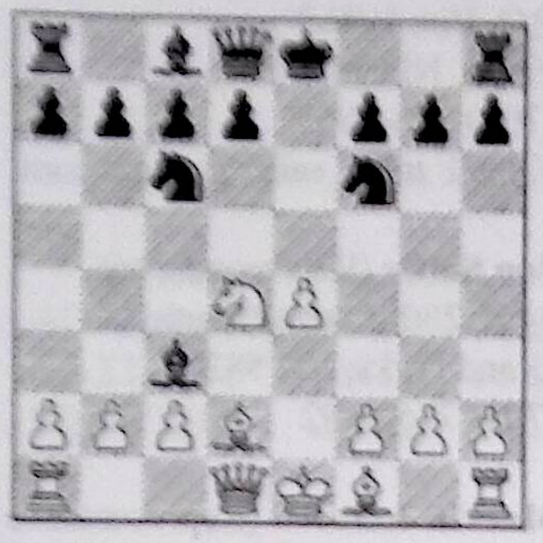
Postal Challenge Match
Dec. 1975 -- Nov. 1976
W: John H. Manning (Green River, WY)
B: Leo W. Spencer (Cardston, Alberta TOK OKO)
(I love Canadian postal codes! This one always reminded me of some exotic foreign placename, so I've included it for the record.)
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Nd4 5.Bc4 Nxf3+ 6.Qxf3 c6 7.O-O b5 8.Bb3 Ba6 9.d3 h6 10.a3 Qc7 11.Rel Bc5 12.Ndl



12...0-0-0 (Oversight or speculation? Quite interesting, anyway.) **13.Bxf7 Rhf8 14.Bg6 Ng8 15.Qg3 Kb8 16.Ne3 Rf6 17.Nf5 d6 18.b4 Bb6 19.Bb2 Ne7 20.Bh7 g6 21.Ne3 h5 22.Qg5 Rdf8 23.Re2 R8f7 24.Rfl Re6 25.Qh6 Bc8 26.f4 Ref6 27.Khl Bxe3 28.Rxe3 Rxf4 29.Rxf4 Rxf4 30.Rf3 Rxf3 31. Drawn (½-½).** (After 31.gf, Qd7 followed by Qe6 seems to hold the weak pawns -- for if 32.Bxg6, Qe6 wins a piece.)

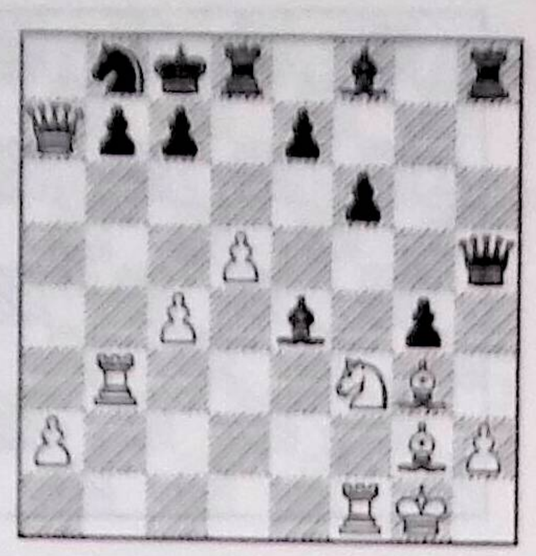
Featured Games

UND Chess Club
November 5, 1998
W: Curt Huot
B: John Allensworth
1.e4 e5 2.Nf3 Nf6 3.Ne3 Ne6 4.d4 ed 5.Nxd4 Bb4



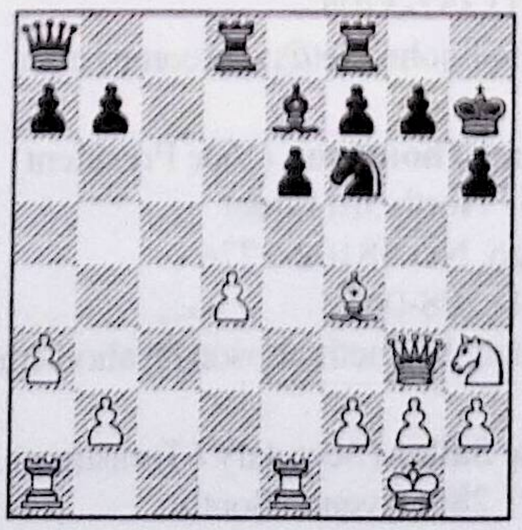
6.Bd2? Bxc3?? (Better was simply 6...Nxd4, winning a piece outright.) **7.Nxc6 Bxd2+ 8.Qxd2 bxc6 9.O-O-O O-O 10.f3 Re8 11.Bc4 Bb7 12.Rhe1 d5 13.exd5 Rxe1 14.Qxe1 cxd5 15.Qe3 Qe8 16.Qxe8+ Rxe8 17.Bd3 c5 18.Bb5 Rd8 19.Re1 d4 20.Re7 Bd5 21.c4 dxc3 ep 22.bxc3 Bxa2 23.Rxa7 Be6 24.Rc7 c4 25.Bxc4 Bxc4 26.Rxc4 Kf8 27.Rc7 Nd5 28.Rc5 Ke7 29.c4 Nb4 30.Rb5 Nc6 31.Rb7+ Rd7 32.Rxd7+ Kxd7 33.Kd2 Kd6 34.Kd3 Kc5 35.f4 Na5 36.g4 Nxc4 37.Ke4 Kd6 38.g5 h6 39.gxh6 gxh6 40.h4 Ke6 41.h5 Nd2+ 42.Ke3 Kf5 43.Kxd2? Kxf4 44.Kd3 f6! 45.Ke2 Kg5 46.Kf3 Kxh5 47.Kf4 Kg6 48.Kg4 h5+ 49.Kf4 f5 50.Kg3 Kg5 51.Kh3 f4 52.Kg2 Kg4 53.Kf2 h4 54.Kg2 h3+ 55.Kf2 f3 56.Kg1 Kg3 57.Kh1 Kf2 58.Kh2 Ke2 59.Kg3 f2 60.Kxh3 f1=Q+ 61.Kh2 Qf4+ 62.Kg2 Qf3+ 63.Kg1 Qg3+ 64.Kh1 Qg4 65.Kh2 Kf2 66.Kh1 Qg2++ (0-1)**

Internet Chess Club
December 12, 1998
W: johnk
B: messchaster
1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 Bf5 5.g4 Bg6 6.g5 Nd5 7.fxe4 Nxc3 8.bxc3 Bxe4 9.Nf3 Qd5 10.Bg2 Nd7 11.O-O O-O-O 12.Be3 h6 13.Qd2 hxg5 14.Bxg5 f6 15.Bf4 Qh5 16.Bg3 g5 17.Qe3 Bc6 18.c4 Ba4 19.d5 Bxc2 20.Qxa7 Nb8 21.Rac1 Be4 22.Rc3 g4 23.Rb3

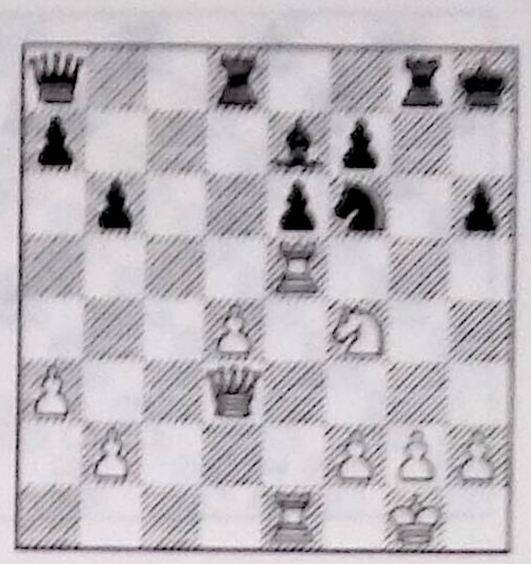


23...b6?? (Allows 24.Qxc7++) **24.c5?** (Sometimes you miss the easier finishes because you're just not looking for them. White has an overwhelming advantage, and has the luxury of choosing from many different winning lines. Once he found the text, he stopped looking for something even better.) **24...Rd7 25.c6 gxf3 26.Qb7+ Kd8 27.Qxb8+ (1-0)**

Internet Chess Club
December 13, 1998
W: RETSSEHC
B: johnk
1.d4 d5 2.Nf3 Nf6 3.e3 Bg4 4.Nbd2 e6 5.Bd3 Nbd7 6.O-O c5 7.c4 dxc4 8.Bxc4 cxd4 9.exd4 Be7 10.Qc2 Rc8 11.Qd3 O-O 12.Ng5 Bf5 13.Qf3 h6 14.Nh3 Nb6 15.Bd3 Bxd3 16.Qxd3 Nbd5 17.a3 Qd6 18.Ne4 Nxe4 19.Qxe4 Nf6 20.Qe5 Qb8 21.Bf4 Qa8 22.Rfe1 Ng4 23.Qe4 Nf6 24.Qf3 Rcd8 25.Qg3



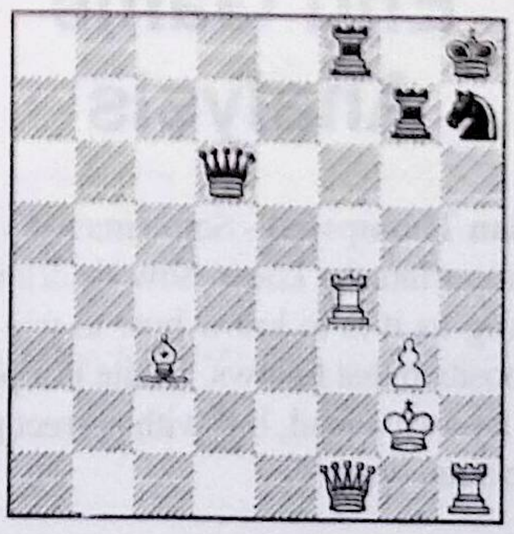
25...Kh7 26.Bxh6?? gxh6 27.Re5 Rg8 28.Qd3+ Kh8 29.Rae1 b6 30.Nf4



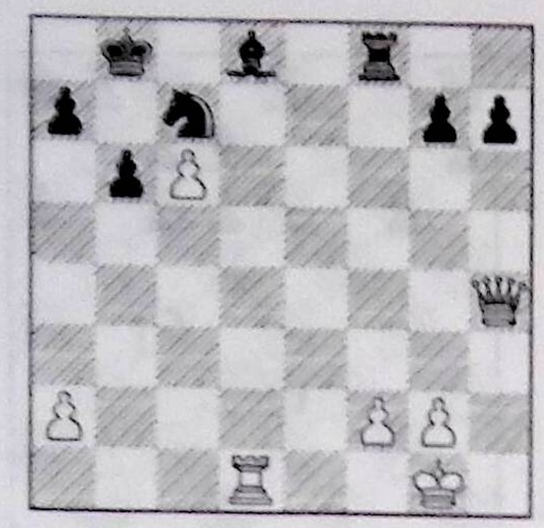
30...Nh5? 31.g3?? (Missing 31.Rxh5, the win of a piece and the start of a promising attack.) **31...Nxf4 32.Qe4 Qxe4 33.R1xe4 Nd3 34.Rh5 Bg5 35.h4 Bxh4 36.Rxh6+ Kg7 37.Rhxh4 Kf8 38.b4 Ke7 39.Kg2 b5 40.Re3 Nb2 41.Rhe4 Nc4 42.Rc3 a6 43.a4 Rg5 44.axb5 axb5 45.f4 Rgg8 46.f5 Rd5 47.fxe6 fxe6 48.Kf3? Nd2+ 49.Ke3 Nxe4 50.Kxe4 Rg4+ 51.Kd3 Rgxd4+ 52.Ke3 Rxb4 53.Rc7+ Kd6 54.Rg7 Ra4 55.g4 Rdd4 56.g5 Rg4 57.Rg6 b4 58.Kd3 b3 59.Kc3 Rab4 60.Kb2 Rg2+ 61.Kb1 b2 62.Rf6 Rg1+ 63.Ka2 White Resigns (0-1)**

Tactics Teasers

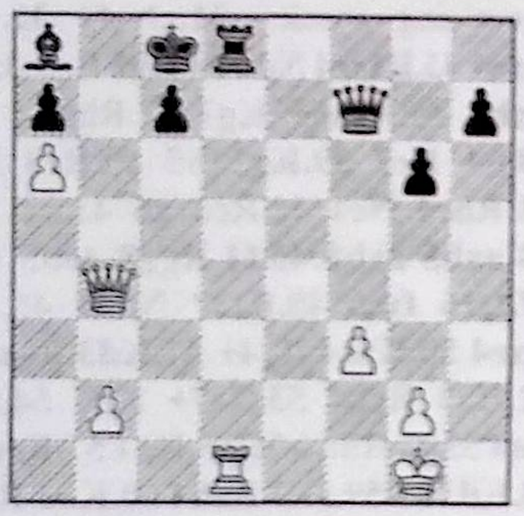
In the following positions, can you find the best move?



A) White to play, and mate in 2.



B) White to play, and mate in 2.



C) White to play, and mate in 2.

Answers to Tactics Teasers:

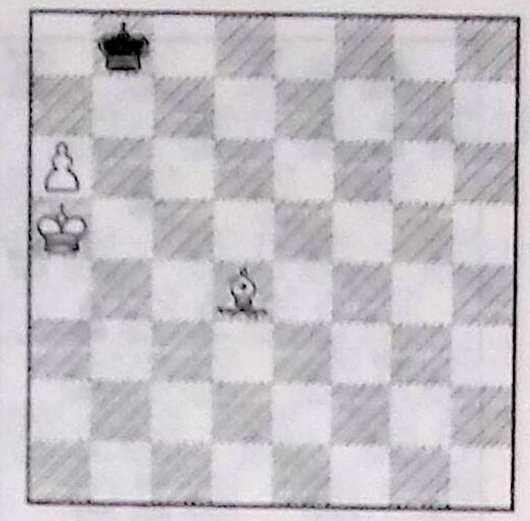
A) 1.Rxf8+ Qxf8 2.Qxf8++

B) 1.Rxd8+ Rxd8 2.Qxd8++ or 1.Qxd8+ Rxd8 2.Rxd8++

C) 1.Qb8+ Kxb8 2.Rxd8++

End Game Analysis

[Brian Thompson] - Sometimes it's just as important to know how to draw an ending as it is to know how to win. In the position that follows, White is a piece and a pawn ahead, but with correct play Black can draw!



In the position shown, Black only needs to keep his King on or next to White's queening square in order to force the draw. Since White's bishop can't keep Black's king from occupying the critical queening square, this ending is called "the wrong colored bishop", and is a book draw. If White attempts to push the pawn, he will either stalemate Black's king or be forced to retreat his own king from the area. Try playing both sides of this position until you understand how the ideas work. This type of position occurs more often than you might think!

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Cliff Berger (Representative)
177 10th Avenue East, #12
Dickinson, ND 58601

Post Mortem

[Brian Thompson] - I seem to be having a problem reaching three of our members. Their newsletters keep getting sent back to my address as undeliverable. If anyone knows the correct mailing address for any of the following NDCA members, please forward the information to me so that they can receive their newsletters:

Jacob Knopik
Phalen Batol
Aaron Beseler

Thanks in advance to anyone who can help!

SEND GAMES! The more the merrier! The hardest part of putting together this newsletter is finding enough material. Thanks to everyone who has submitted games in the past!

Merry Christmas and safe holiday wishes from all of the NDCA officers to each and every one of the membership. Good luck and good chess in the upcoming new year!

Tournament Results

HIT THE BOOKS OPEN - October 3, 1998

	Name	Rd 1	Rd 2	Rd 3	TOT
1	ADAMS, LYNN.....	W 2	W 3	W 4	3.0
2	SAILER, JON.....	L 1	W 4	W 3	2.0
3	WINTERS, JOHN A.....	W 4	L 1	L 2	1.0
4	ALLENSWORTH, JOHN.....	L 3	L 2	L 1	0.0

HOLIDAY OPEN - December 5, 1998

	Name	Rd 1	Rd 2	Rd 3	TOT
1	STARR, CAM.....	W 3	D 2	W 4	2.5
2	ALLENSWORTH, JOHN.....	W 4	D 1	W 3	2.5
3	DEW, JIM.....	L 1	W 4	L 2	1.0
4	BAYLEY, ART.....	L 2	L 3	L 1	0.0

1999 Scholastic Pre-Registration

Date: May 1-2, 1998
Location: Mandan High School, 905 8th Avenue NW, Mandan

Sections:

High School	(grades 10, 11, 12)	pairings favor individual performance
Junior High School	(grades 7, 8, 9)	pairings favor individual performance
Middle School	(grades 4, 5, 6)	pairings favor team performance
Primary	(grades 1, 2, 3)	pairings favor team performance

Entry fee: High School and Junior High: $10 per player, which includes a one year NDCA membership. Current NDCA members pay only $5.
Middle School and Primary: $5 per player.

Prizes: Individual and team prizes awarded for each section. First place individuals will receive trophies and a one year NDCA membership. Second and Third place individuals will receive trophies (tiebreak used). First place team in each section (1 team per school) will receive a team trophy. Each member of the first place team will receive a one year NDCA membership.

Teams: Teams are formed by chess players in the same section and from the same school. Each team is represented by all of the students from their school, with the top four scores from the group used as the team score. If there are fewer than four players from a school, they may still form a team, but they will have fewer scores to pool for their team.

Rounds: High School and Junior High Sections:
Saturday, May 1st: 11:00am / 2:00pm / 5:00pm
Sunday, May 2nd: 11:00am / 2:00pm
Middle School and Primary Sections:
Saturday, May 1st: 10:30am / 11:30am / 1:30pm / 2:30pm / 3:30pm

Registration: High School and Junior High Sections: 10:00am to 10:30am, Saturday, May 1st at site.
Middle School and Primary Sections: 9:30am to 10:00am, Saturday, May 1st at site.

Pre-Register: To pre-register, send the COMPLETED form below WITH ENTRY FEES before April 15, 1999 to:
Brian E. Thompson
1257 North 3rd Street
Fargo, ND 58102-2726
If any of the information is missing or the entry fee is not enclosed, the player is NOT pre-registered and must register with a tournament director BEFORE the end of the registration period for his or her section.

1999 North Dakota Scholastic Chess Tournament
May 1-2, 1999

Player Name: _____
Address: _____
City / State / Zip: _____

School Name: _____
Section: ☐ HS ☐ JHS ☐ MS ☐ PS
Entry Fee Enclosed: _____

More Info: Contact Brian Thompson at (701) 298-0602 or email: **BrianEThompson@yahoo.com**

1999 ND Closed Pre-Registration

1999 ND Speed Chess Championship - May 21, 1999

Site: Best Western Doublewood Inn, Bismarck
Registration: 7:00pm to 7:20pm at site only (no pre-registrations).
Entry fee: $1.00, NDCA membership required.
Prizes: Trophy for first place, and winner takes all prize fund.

1999 ND Closed State Championship - May 22 - 23, 1999

Site: Best Western Doublewood Inn, Bismarck
Registration: 8:00am to 9:00am
Entry fee: $25.00, NDCA and USCF memberships required. $5.00 discount to seniors (age 55 and older). $5.00 discount to juniors (age 18 and under). $5.00 discount to players staying at the Doublewood Inn.
Prizes: Prizes for 1st place, 2nd place, and classes based on the number of entries. Trophies awarded to 1st and 2nd place overall, and 1st place finishers in the following rating classes: A, B, C, D, E - unrated.

Schedule:

Saturday 5/22/1999

8:00am	Registration Opens
9:00am	Registration Closes
9:30am	Tournament Announcements
10:00am	Round 1 (Game/60)
1:00pm	Round 2 (Game/90)
4:00pm	Round 3 (Game/90)
8:00pm	Round 4 (Game/2 hrs)

Sunday 5/23/1999

8:00am	Business Meeting
9:00am	Round 5 (Game/2 hrs)
2:00pm	Round 6 (Game/2 hrs)
6:00pm	Awards and Trophy presentations

Pre-registration: To pre-register, send the COMPLETED form below WITH ENTRY FEES before May 10, 1999 to:

Brian E. Thompson
1257 North 3rd Street
Fargo, ND 58102-2726

If any of the information is missing or the entry fee is not enclosed, the player is NOT pre-registered and must register with a tournament director BEFORE the end of the registration period.

1999 North Dakota Closed Chess Tournament
May 22 - 23, 1999

Player Name: _____

Address: _____

City / State / Zip: _____

USCF exp. date: _____ USCF #: _____
EF: $25.00 ☐ $5 Senior discount ☐ $5 Junior discount
☐ $5 Doublewood discount

Total EF enclosed: _____

More Info: Contact Brian Thompson at (701) 298-0602 or email: **BrianEThompson@yahoo.com**

NORTH DAKOTA CHESS ASSOCIATION
Brian E. Thompson, Vice President
1257 North 3rd Street
Fargo, ND 58102-2726

FIRST CLASS MAIL

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PM
23 DEC
1996

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1721 SOUTH 7TH STREET
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